



ACTING TOOLS

Voice

Imagination

Body-posture, movement, etc.

Expression

ACTING SKILLS

Cooperation

Concentration



A frozen picture in time.

Guidelines for Tableau

Actors must remain still.

Each actor has a point of concentration.

The tableau reflects a feeling and tells a story.

The tableau uses a variety of levels.

When planning, THINK ABOUT:

- the setting
- the characters involved
- what is actually happening
- what the characters might be feeling
- what the characters might be thinking
- what the characters are doing

Cues for Performing

PLACES—Get ready in your spots.

FREEZE—Freeze in your tableau with your point of concentration...you are now in character!

CURTAIN—Un-freeze and become yourself again.

Basic Improv Rules

To compose, recite, play, or sing without preparation; making things up as you go along!

1) Don't Deny/Take the Offer

Denial is the number one reason most scenes go bad. Any time you refuse an offer made by your partner your scene will almost instantly come to a grinding halt.

Example: Player A) "Hi, my name is Jim. Welcome to my store."

Player B) "This isn't a store, it's an airplane. And you're not Jim, you're an antelope."

2) Keep the Ball in the Air/Vary your Strategy

Even when you can't talk, continue the skit to its finish and stay in character. Varying your strategies will help!

3) You don't have to be funny.

The hidden riddle of improv is that the harder you try not to be funny, the more funny your scene is going to be. Why? Because the very best kind of improv scene you can do is an "interesting" scene, not necessarily a "funny" one. When you do an interesting scene, a very surprising thing happens: the funny comes out all by itself. The best ways to go are to stick to your character, stick to the story that is being told, and to stay within the reality of the scene you are playing.

4) You can look good if you make your partner look good.

When you are in a scene, the better you make your partner look, the better the scene is going to be and, as a direct result, the better you are going to look.

5) Tell a story.

Storytelling is probably the easiest rule to remember but the hardest one to do. The real magic of improv is when we see the players take totally random suggestions and somehow "make it work." If all these unrelated elements are going to come together, then it's going to happen in the course of an interesting tale.

P.S Cheat Out! Slightly face the audience so they can see your faces even if you are having a conversation with one person.